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Petrie, C.I.;  
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**Summary:** Web based agents show great potential for design and engineering applications. To integrate engineering agents into the Web, researchers must resolve the conflict between the server protocol and the peer to peer protocol required by agents.....  
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**Summary:** The Medusa project at Olivetti Research aims to provide a networked multimedia environment in which many streams of multimedia data, perhaps thousands, are active. Medusa uses a peer-to-peer architecture to control networked multimedia.....  
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Wedlake, M.; Li, K.F.;  
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**Summary:** NAVL (Newtonian Architecture for Virtual Landscapes) is a distributed virtual reality system designed with the goal of achieving a high degree of network efficiency; in particular, by using a hierarchical network architecture that is more efficient than a flat network.....  
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**Summary:** The capabilities of the Virtual Reality Modeling Language (VRML) permit building virtual environments (LSVEs) using the Internet and the World Wide Web. However, the network support provided by the hypertext transfer protocol (.....  
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**Summary:** There are two emerging trends in distributed computing: the evolution of client-server architectures into multi-tiered systems and advances in distributed shared memory (DSM). The convergence of these two trends yields a new structure we call virtual.....  
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**Summary:** The development of client/server personal computer networks allow electric such networks to make near real-time operating data available to any employee with n sophisticated graphical displays and trending capability prov.....

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Tsang, P.W.M.; Wang, R.W.C.;  
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**Summary:** The Local Operating Network is a technology that allows intelligent devices as actuators and sensors, to communicate with one another through an assortment of media using a standard protocol. Both distributed and peer-to.....  
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Emerging Technologies and Factory Automation, 1996. EFTA '96. Proceedings., 1996 on  
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**Summary:** This paper describes the implementation of the NETBIOS and the Novell's the server independent, peer-to-peer communications with the objective for real time c in manufacturing systems. The performance evaluation b.....  
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Gibson, K.A.;  
Computer Software and Applications Conference, 1995. COMPSAC 95. Proceedings., Annual International  
9-11 Aug. 1995 Page(s):91 - 92  
**Summary:** In the future, computer networks will consist of multiple personal computing connected by wired and wireless links. The system will operate in a peer-to-peer mode network of computers to act as one large server, providing inform.....  
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Tighe, W.;  
Vehicle Navigation and Information Systems Conference, 1995. Proceedings. In conjur Pacific Rim TransTech Conference. 6th International VNIS. 'A Ride into the Future'  
30 July-2 Aug. 1995 Page(s):429 - 435  
**Summary:** Public agencies involved in the management of transportation facilities resi integrate the operation of transportation management systems if that integration is perc loss of local control and autonomy. A peer-to-peer wi.....  
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Tarau, P.; Dahl, V.; De Bosschere, K.;  
Enabling Technologies: Infrastructure for Collaborative Enterprises, 1997., Proceeding: workshops on  
18-20 June 1997 Page(s):106 - 111  
**Summary:** We describe a set of programming patterns used for implementing a scalat which supports remote execution mechanisms, mobile code and agents in a distributed programming framework. The particular focus of this paper is on the us.....  
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Mitchell, D.;  
Enabling Technologies: Infrastructure for Collaborative Enterprises, 1998. (WET ICE '9 Seventh IEEE International Workshops on

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**Summary:** Most approaches to real time collaboration and awareness involve the use applications to connect users to each other either peer-to-peer or via a central server. / built a toolkit of small components-Java applets based on NS.....

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 I-Heng Meng; Wei-Peng Yang; Swu-Mei Lin; Mu-Ann Chen; Shih-Kung Chen; Jian-Chu  
 Software Engineering Conference, 1998. Proceedings. 1998 Asia Pacific  
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**Summary:** CACTUS is a compact and reliable object storage system based on peer-to  
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**Summary:** Many multimedia applications will be designed to run on heterogeneous co  
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**Summary:** Discusses the currency management mechanisms used in Deno, a replicat  
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